NES-PM-USA

# R.C. PRO-AM™*

INSTRUCTION BOOKLET

SPORTS SERIES

Nintendo®

NINTENDO OF AMERICA INC., P.O. BOX 957, REDMOND, WA 98052

Printed in Japan

*Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.*

Thank you for selecting the Nintendo Entertainment System® R.C. PRO-AM™* Pak.

## OBJECT OF THE GAME/GAME DESCRIPTION

Race your R.C. car to the head of the pack of highly competitive drone cars. Push it to the limit on every corner as your tires squeal and you jockey for position to take the lead. Increase your car's performance with "turbo," "top speed," and "sticky tire" items found on the race courses. Look for missiles, bombs, and bonus letters while avoiding water and oil hazards. 32 exciting R.C. tracks and a variety of car types await your challenge.

Please read this instruction booklet to ensure proper handling of your game, and then save the booklet for future reference.

## 1. PRECAUTIONS

A. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
B. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
C. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

**NOTE:** In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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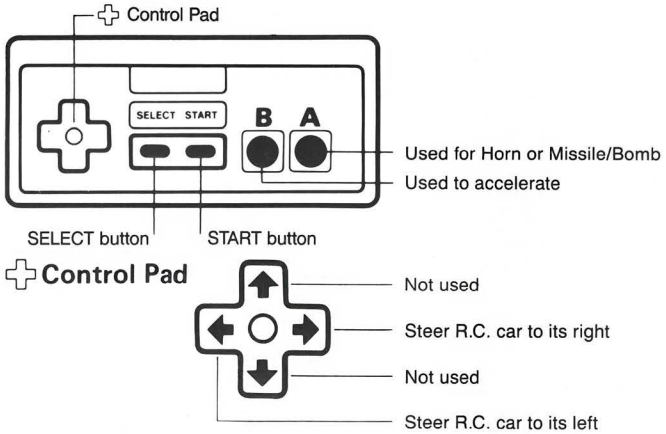
## 2. NAME OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

**Controller 1** - For 1 Player Game.
**Controller 2** - Not used.

**Controller**



**SELECT button:**

Not used.

**START button:**

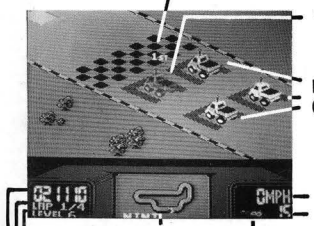
Press this button to begin.

**Pause:**

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

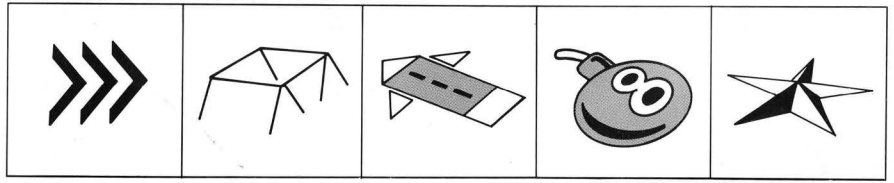
- Pressing either the START or SELECT button during the demonstration sequence returns you to the game start screen.
- There is a high score table which keeps track of the top 6 high scores.
- The high scores are erased once the power is turned off.

## 3. HOW TO PLAY




On each track, race to the finish. If you place 1st, 2nd, or 3rd, you proceed to the next track. If you place 4th, your game is over.

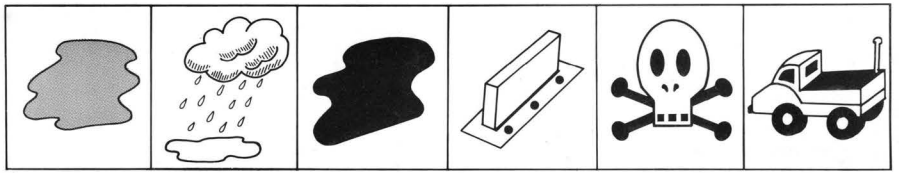
## TRACK ITEMS THAT HELP YOU



Zippers | Roll Cage | Missiles | Bombs | Ammo

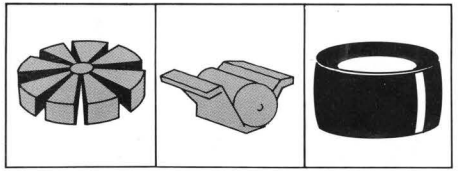


## TRACK ITEMS TO AVOID



Puddles | Rain Squalls | Oil Slicks | Pop-Up Barriers | Skulls | R.C. Drones

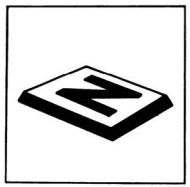
## OTHER ITEMS



Turbo | Hotter Engine | Sticky Tires

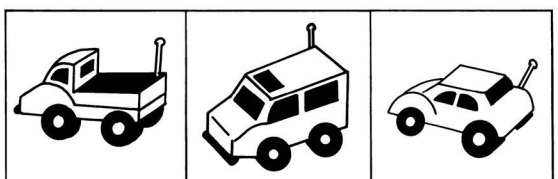
These items collected are displayed between races on the "Track Conditions" screen:

## BONUS LETTERS FOR FASTER CARS



Bonus Letters

If you collect enough of these bonus letters to spell "NINTENDO," you receive a Super Bonus 40,000 points *and* you earn certification to drive a faster R.C. car.

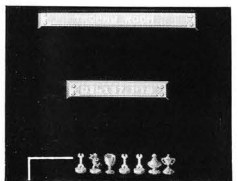


Truck—Slow | 4-Wheeler—Faster | Off-Roader—Fastest



## RACE FOR TROPHIES

You receive a trophy for every race you complete. How many can you win, and just how good are you?



Individual Trophies

High Score Trophy

Super Trophy

## HINTS FOR BETTER PLAY

- If you find the R.C. type control difficult at first, practice, practice, practice. R.C. driving demands the split-second instinctual controller inputs that come only with practice.
- Save your missiles or bombs until you need them most. They are saved from one race to the next.
- Pick up the Roll Cages as soon as possible. If you don't, the R.C. drone cars will!

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.



## 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

**90-DAY LIMITED WARRANTY:**

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

**To receive this warranty service:**

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

**REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

**WARRANTY LIMITATIONS:**

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